

What Is Claimed Is:

1. An online game method comprising the steps of:
connecting a plurality of game machines capable of performing a single betting-type racing game played by a plurality of players assembled in one place and a control unit for controlling game execution states of each of the game machines via a communication line;

providing, by the control unit, part or the entirety of game-related data required for executing the racing game to the game machines for performing the race;

after the providing step, simultaneously executing, by each of the game machines, the racing game based on the game-related data;

collecting, by the control unit, execution states of the race at the game machines and betting odds generated at all the game machines; and

presenting, in real time, the collected race execution states and integrated betting odds to the players surrounding all the game machines using at least one of visual information and auditory information.

2. The online game method of claim 1, wherein the game machines for performing the race cause the players to compete with one another in running abilities of running models whose running abilities

5 are improved by the respective players, and wherein
6 when the race is terminated, a game value in
7 accordance with the betting odds is paid off.

1 3. The online game method of claim 1, wherein the
2 racing game is a game simulating an actual race,
3 and wherein whenever up-to-date information on the
4 actual race is generated, the control unit provides
5 the game machines for performing the race with the
6 information as part of the game-related data.

1 4. The online game method of claim 1, wherein the
2 control unit periodically provides the game
3 machines for performing the race with up-to-date
4 information generated by an actual race as part of
5 the game-related data.

1 5. The online game method of claim 1, wherein at
2 least one of the game machines comprises an
3 accepting device which accepts speech registration
4 data desired by the players, and wherein when the
5 game machine presents the race execution states
6 using synthesized speech, the game machine forms
7 and presents synthesized speech which at least
8 includes the speech registration data as part of
9 the synthesized speech.

1 6. An online game method comprising the steps of:

2 connecting a plurality of game machines
3 capable of performing a single betting-type racing
4 game played by a plurality of players assembled in
5 one place and a control unit for controlling game
6 execution states of each of the game machines via
7 a communication line;

8 providing, by the control unit, part or the
9 entirety of game-related data required for
10 executing the racing game to the game machines for
11 performing the race;

12 after the providing step, enabling the game
13 machines to execute the racing game based on the
14 game-related data;

15 collecting, by the control unit, betting odds
16 generated at all the game machines and execution
17 states of the race at the game machines for
18 performing the race; and

19 presenting, in real time, the race execution
20 states and integrated betting odds to the players
21 surrounding all the game machines using at least
22 one of visual information and auditory information.

1 7. The online game method of claim 6, wherein the
2 game machines for performing the race cause the
3 players to compete with one another in running
4 abilities of running models whose running abilities
5 are improved by the respective players, and wherein

6 when the race is terminated, a game value in
7 accordance with the betting odds is paid off.

1 8. The online game method of claim 6, wherein the
2 racing game is a game simulating an actual race,
3 and wherein whenever up-to-date information on the
4 actual race is generated, the control unit provides
5 the game machines for performing the race with the
6 information as part of the game-related data.

1 9. The online game method of claim 6, wherein the
2 control unit periodically provides the game
3 machines for performing the race with up-to-date
4 information generated by an actual race as part of
5 the game-related data.

1 10. The online game method of claim 6, wherein at
2 least one of the game machines comprises an
3 accepting device which accepts speech registration
4 data desired by the players, and wherein when the
5 game machine presents the race execution states
6 using synthesized speech, the game machine forms
7 and presents synthesized speech which at least
8 includes the speech registration data as part of
9 the synthesized speech.

1 11. A game system, comprising:

2 a plurality of game machines capable of
3 performing a single betting-type racing game played
4 by a plurality of players assembled in one place,
5 the plurality of game machines being connected via
6 a communication line; and

7 a control unit which performs game execution
8 control of the game machines connected to the
9 communication line,

10 wherein each of the game machines comprises:

11 an execution device which obtains part or
12 the entirety of game-related data required for
13 executing the racing game from the control unit,
14 and which executes the racing game based on the
15 obtained game-related data;

16 a totaling device which totals betting
17 odds for the race;

18 a sender which sends the totaled betting
19 odds and race execution states of the game machine
20 to the control unit; and

21 a receiver receiving, from the control
22 unit, integrated race execution states, which are
23 obtained by integrating the race execution states
24 from the game machine and another game machine, and
25 integrated betting odds, the receiver presenting
26 the race execution states in real time to the
27 player surrounding the game machine using at least
28 one of visual information and auditory information,

29 and the receiver displaying the integrated betting
30 odds and betting odds at the game machine.

1 12. The game system of claim 11, wherein the
2 control unit comprises:

3 a syllabic phoneme data storing device
4 which stores syllabic phoneme data including accent
5 and intonation; and

6 a retrieval device which retrieves, from
7 the syllabic phoneme data storing device, a
8 combination of syllabic phoneme data corresponding
9 to the integrated race information, and which
10 outputs the retrieved combination of the syllabic
11 phoneme data to all the game machines, and

12 wherein each of the game machines further
13 comprises:

14 a speech synthesis device which produces
15 synthesized speech based on the combination of
16 syllabic phoneme data obtained from the control
17 unit; and

18 a commentator which gives a running
19 commentary of the racing game using the synthesized
20 speech produced by the speech synthesis device.

1 13. The game system of claim 11, wherein at least
2 one of the game machines further comprises:

an accepting device which accepts speech registration data registered by the player playing the game machine;

a syllabic phoneme data storing device which stores syllabic phoneme data including accent or intonation;

a speech synthesis device which retrieves the accepted speech registration data and a combination of syllabic phoneme data, which correspond to the integrated race information obtained from the control unit, from the syllabic phoneme data storing device, and the speech synthesis device producing synthesized speech which at least includes the registration data as part of the synthesized speech; and

a commentator which gives a running commentary of the racing game using the synthesized speech produced by the speech synthesis device.

14. The game system of claim 11, wherein the game machines cause the players to compete with one another in running abilities of running models whose running abilities are improved by the respective players, and wherein when the race is terminated, a game value in accordance with the betting odds is paid off.

15. The game system of claim 14, further comprising a ranking device which ranks race results of all the running models appearing in the racing game, and which periodically posts the ranking results on an electronic medium which can be read by the public.

16. The game system of claim 11, wherein the game machines are arcade-type horse racing game machines which partially include information generated by an actual horse race.